INSIDE IMAGE

JULY 1994
ISSUE #17

WILDC.A.T.S
ATTACK THE AIRWAVES!

ERIK LARSEN PRESENTS:

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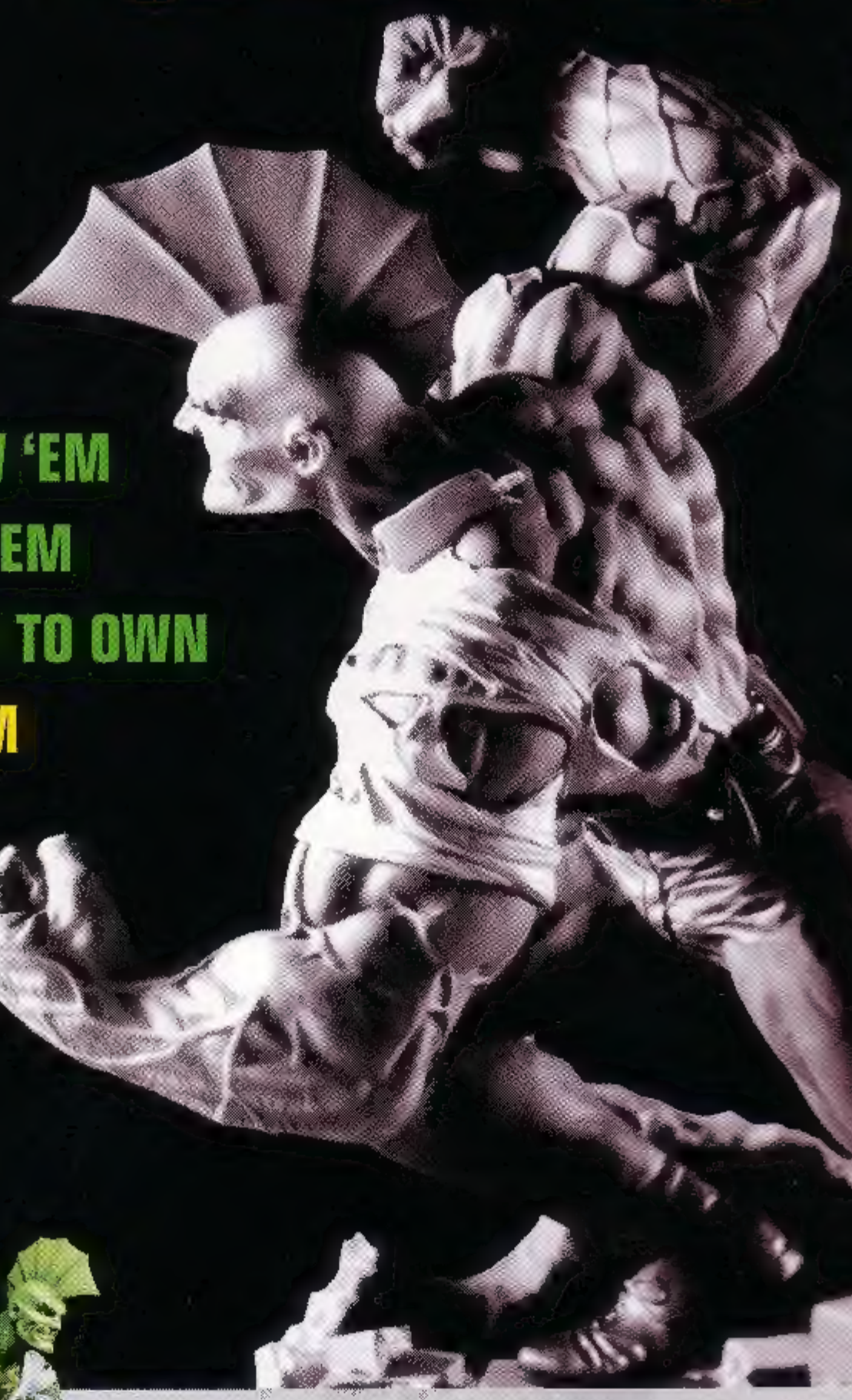

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INSIDE JULY

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DOT YOUR i AND CROSS YOUR T'S...

Hello Image Friends and Fans!

First off, I want to say thanks! The response to our "Whaddya Think?" page in Inside Image issue #15 has been tremendous! Letters have arrived from all around the globe (literally) from readers who love this magazine and have suggestions on how to make it even better. We're considering all of your ideas.

If this is your first opportunity to enjoy Inside Image—WELCOME! This magazine is dedicated to you, the fan. You are faithful to show up at your comic book store every month (or every week) and without you, where would we all be, anyway? We haven't forgotten that! If there's one thing Image Comics is dedicated to, it's the pursuit of quality, eye-riveting, finger-trembling, heart-stopping, brain-thumping, (stop me if I get carried away) toe-tapping, mind-blowing comic books! Is that clear? I thought so. And, it looks like you've thought so, as well.

The summer convention season is upon us, which means...Image is coming your way! Check with your local retailer for dates on nearby shows. We'd love to see your smiling face, so stop by and see us!

Thanks for your support!

Kelly Van Landingham
Editor

...A LETTER FROM OUR EDITOR

JIM LEE'S WILDC.A.T.S

ATTACK THE AIRWAVES

by Jeff Mariotte

WildC.A.T.s COVERT-ACTION-TEAMS™

Starting this fall, Jim Lee's WildC.A.T.s: Covert Action Teams comes to your house every Saturday Morning on CBS TV.

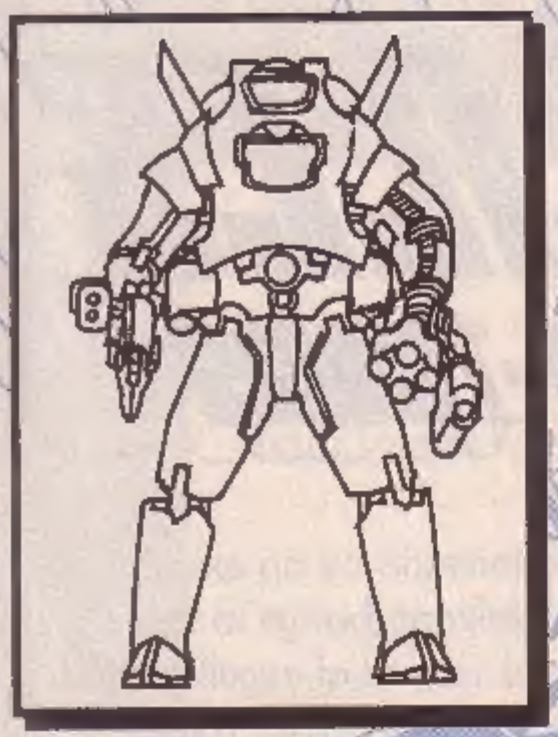
In a new half-hour animated series produced by Nelvana Entertainment, Jacob Marlowe and his WildC.A.T.s will battle Daemonites and other assorted villains every week. Team members Spartan, Void, Maul, WarBlade, Zealot, Grifter, and Voodoo are all part of the action.

WildC.A.T.s promises to be an exciting, colorful program. Nelvana brings to the screen a proven track record of excellent animated series, including *Tales From The Cryptkeeper, Babar, Eek the Cat, Beetlejuice, and Cadillacs and Dinosaurs.*

The first episode, to be aired in September, is written by David Wise, a veteran animation writer who has scripted episodes of *Teenage Mutant Ninja Turtles*, among many other shows.

THE BACKGROUND

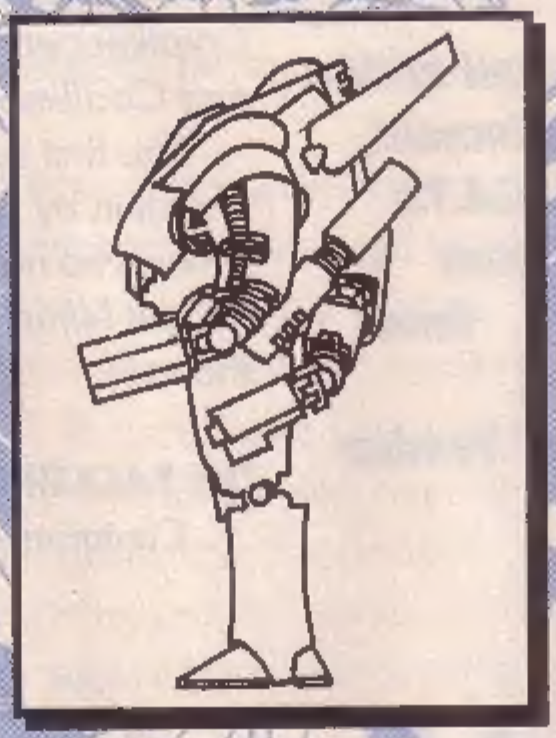
Centuries ago, when human civilization



was in its infancy, two highly advanced races ruled the stars. The evil Daemonites sought complete mastery over the cosmos, while the Kherubim hoped only to achieve peace and to prevent the Daemonites from enslaving whole solar systems.

The final battle came to a head when a ship carrying the last three Daemonite Lords attacked a Kherubim ship transporting an all-powerful Orbit to Kherubim headquarters. The battle disabled both ships, which fell to the Earth. Stranded on this backwards planet, the Daemonites wasted no time possessing human hosts and manipulating world events to accomplish their goal: bringing humankind into the space age in order to renew their conquest of the planets. The Kherubim, meanwhile, assimilated into the human population, marrying and breeding with humans.

Thanks to modern technology, the Daemonites have located the ancient Orb which they have sought for so long. The Orb, in self-defense, causes itself to be placed into the hands of Halo Enterprises, owned by billionaire financier Jacob Marlowe. In the course of scientific testing, the Orb changes form and reveals itself to Marlowe as Void, the essence of the peace-loving Kherubim ideals. Void tells Marlowe how close the Daemonites are to realizing their plans, and, convinced of the gravity of the situation, he puts his incredible resources behind a plan: to create a Covert Action Team of Kherubim, humans, and crossbreeds that can battle against the Daemonite threat!

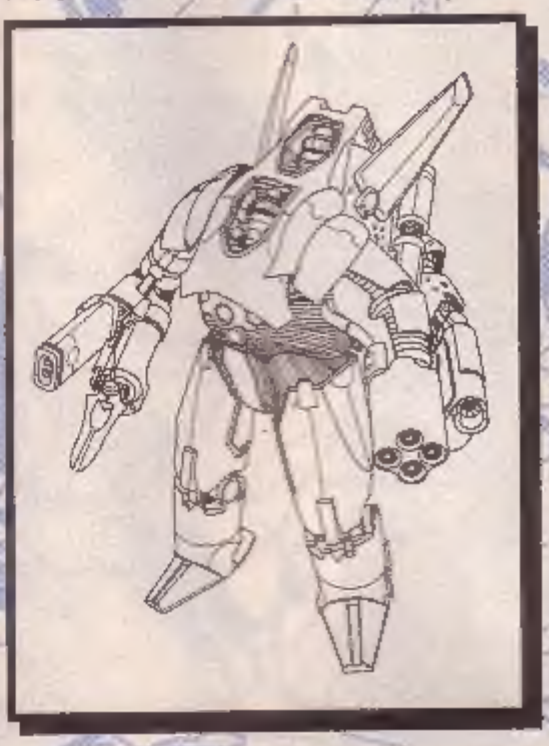


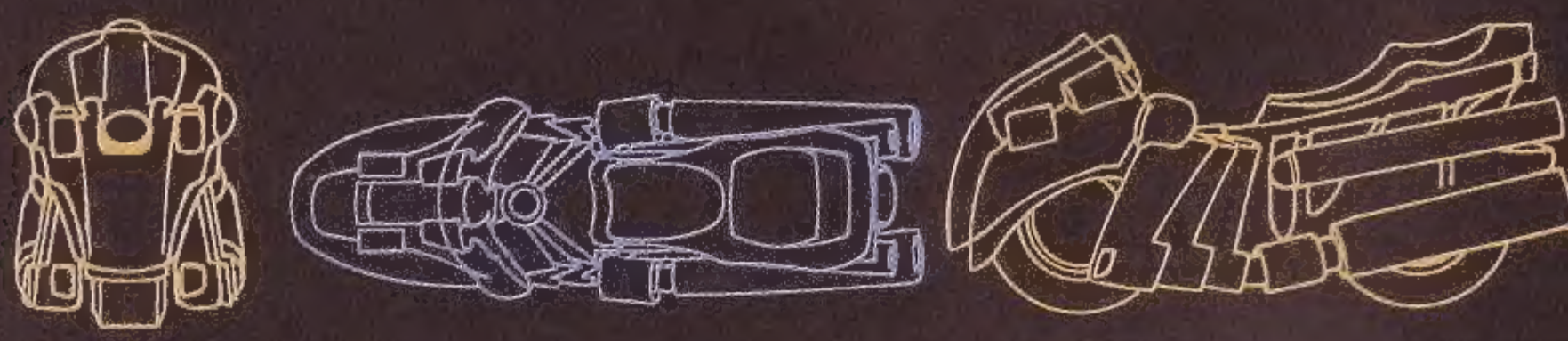
THE TEAM

Spartan, the team leader, was a full-blooded Kherubim who was nearly killed by Daemonites. Jacob Marlowe's interference saved his life, but at a great cost. Spartan's memories and emotions were downloaded into a supercomputer and then into a new cyborg body. He would live, but only at the expense of his identity as a Kherubim.

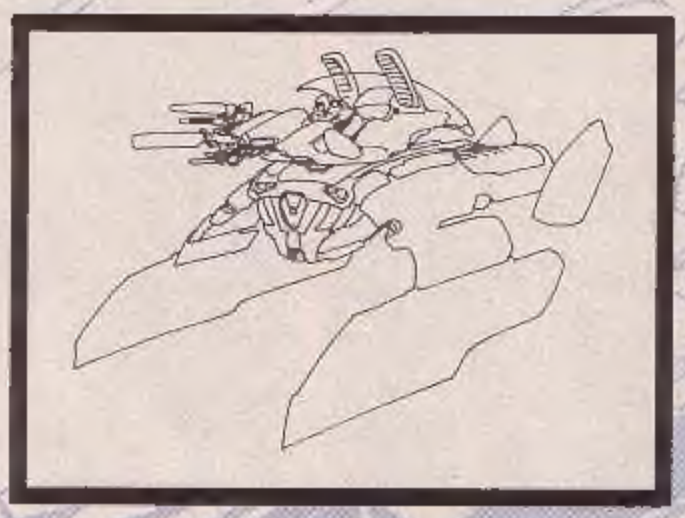
Zealot is another full-blooded Kherubim, and a warrior born. Over several centuries perfecting the fighting arts, she has mastered every form of combat known throughout the universe. She has little use for humans, except for her friend and confidant Grifter, who once saved her life and earned her trust.

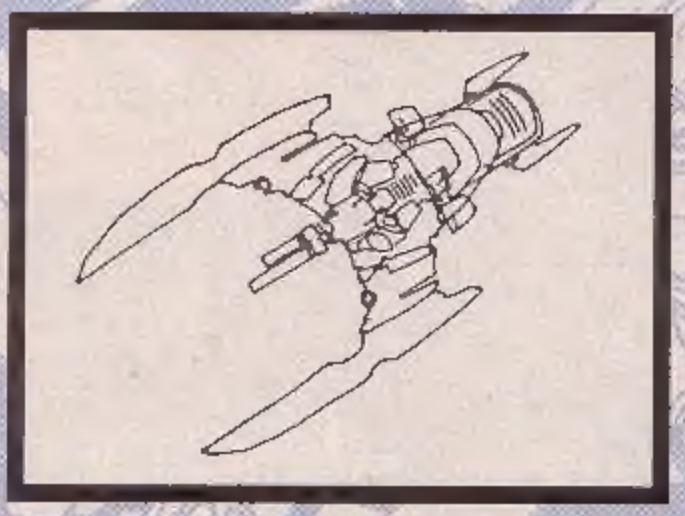
Grifter, also known as Cole Cash, was a con man and petty thief until he happened across a lady in trouble.





He saved her life with his street smarts and quick wits, not knowing then that she would turn his whole life upside down. The woman, of course, was Zealot, and she repaid Grifter by teaching him her combat techniques, making him the most dangerous human on the planet.





Maul, a Kherubim/human crossbreed, is the gentle giant of the group. Most comfortable at a height of fifteen feet, this young man can shrink down to his original 5'10" and be Jeremy Stone, the brilliant scholar he was before Marlowe and Void came into his life. Or he can grow even larger—to what size, even he has never determined—but with a corresponding loss of intellectual ability and self-control.

WarBlade, or Reno Bryce, is the group's loose cannon. A skilled programmer and a rabid hacker, the day the Daemonites destroyed his business, his tools, and his friends was a dark day for them. Taken in by Marlowe, Reno tries to deny his Kherubim heritage until Void shows him his hidden ability—the power to morph his hands into high-tensile bio-molecular blades.

Voodoo, also known as Priscilla Kitaen, is the youngest member of the group. She is unskilled in combat but supremely important to the team because of "The Sight," her ability to see Daemonites within possessed host bodies, and sometimes to exorcise them. Other powers include limited telekinesis and the ability to cast herself into other bodies when necessary.

Jacob Marlowe is the "deep pockets" behind the team. With the help of Void and the vast financial resources at his disposal, he locates the human/Kherubim crossbreeds called "Gifted Ones," Voodoo, WarBlade, and Maul, full-blooded Kherubim Spartan and Zealot, and Zealot's human companion Grifter.

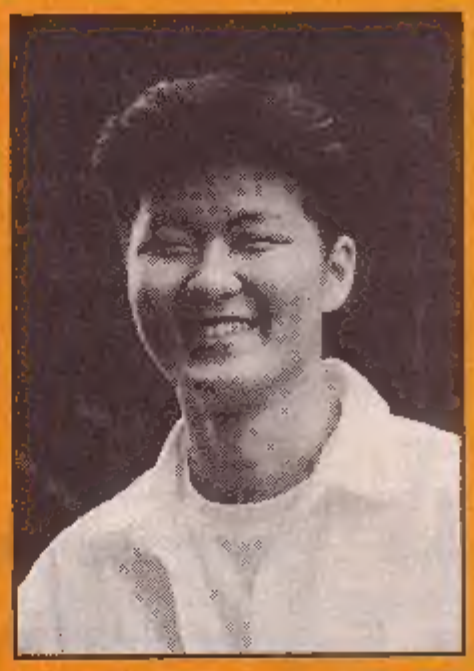
Void is more idea than entity. All knowing, all powerful, she is the power of the Orb transformed into living flesh. Her vast abilities include the power of teleportation. The only thing she can't do is join the other WildC.A.T.s in battle, for to do so would be to expose her to the Daemonites, and that is just what the team is sworn to prevent.

THE MISSION

The Daemonites must be stopped! Helspont, Hightower, and Defile, the three Daemonite Lords, have come too close to achieving their nefarious goals. The keys to space travel, high-tech weaponry, and the computer age are practically in their hands. Unchecked, they will enslave first the Earth, and then the other inhabited planets in the galaxy. Only a small band of brave souls stands between them and their ultimate goal:

The WildC.A.T.s!

HELLSHOCK™



JAE LEE

by Kelly Van Landingham

Diamond described it best when they called Hellshock, "More than just your average Immaculate Conception, Superhero, Gothic, Punk, Horror, Action Story."

That pretty much sums it up, but then again... can anything sum up this book?

P R O F I L E

Jae Lee's new title, **Hellshock**, is a strange brew of darkness and light, heaven and hell. But, Jae insists, this book's not religious. It's everything else...but not religious. You'll have an opportunity to sip on Jae's brew in July. Here's a taste of what you can expect.

Hellshock is a four-issue miniseries involving five characters—the primary character being Daniel. Ol' Danny Boy is the type of seedy looking tough-guy you would NEVER call "Danny Boy." His background is right out of the pages of a *Twilight Zone* episode. The son of an "angel" and a mortal woman, Daniel is caught, in a sense, between two dimensions. His physical body is solidly human, while his mind perceives the supernatural world. This duality prevents a peaceful existence for Daniel...one which eventually extends his identity, making him known as Hellshock.

Those who have had opportunity to meet Jae Lee should be a little surprised by this book. There's just nothing creepy about Jae. He flashes a smile at you and you think, "What a nice guy!" And, you know what? He is. But still, it will definitely make you wonder...and that's exactly what he intends. Hellshock is designed to make you wonder, to fill your mind with bizarre twists on reality. The plot runs deep in this book, while Jae's intense illustrative style pulls the reader in even deeper. And, what about action? It's in there! At first glance, Hellshock resembles a "mature readers" book...but, be slow to judge. This is a comic worthy of many a kid's interest. It has an eerie quality much like many of the popular sinister flicks currently being made. And, Jae is adamant that he isn't out to make a theological statement. He **is** out to entertain.

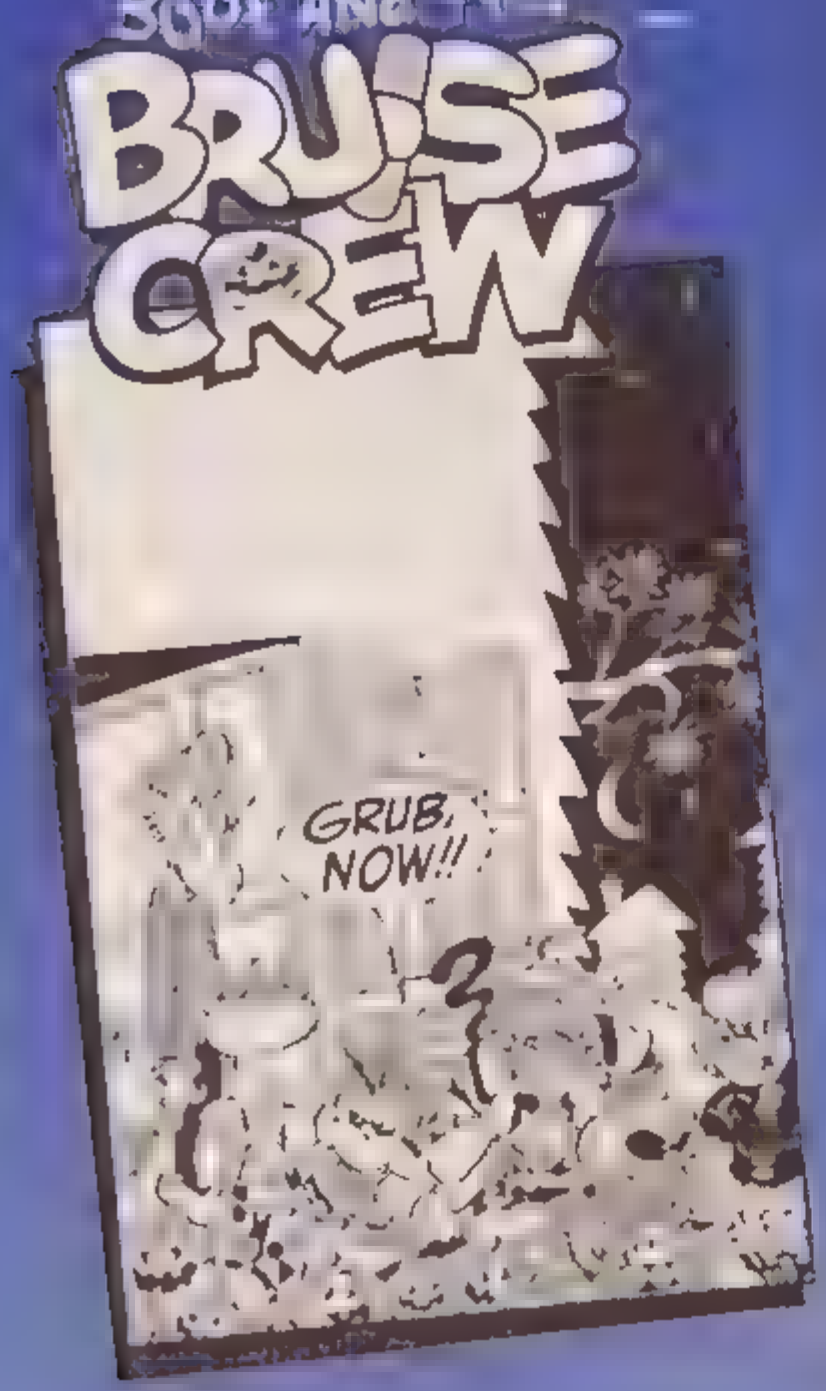
Hellshock is Jae Lee's first shot at story-telling and scripting. He tells us that the characters and their backgrounds are a focal point for him. He would like Hellshock to eventually become a regular series, and he has already completed three issues of the mini-series. This is a book that he would read...now how about the masses? His hopes are high. For what we've seen, it's a definite page-turner!

HELLSHOCK™

ISSUE #1

$1.95
Color.
Jae Lee

From creator/artist Jae Lee, comes a disturbing tale of one man's dark obsession. A man who's life is nothing but a maddening journey spiraling towards a violent death - and he knows it. He expects it. But in the end, he makes the ultimate sacrifice so that another may live. The consequences of the event herald the coming of HELLSHOCK. A creature born of heavenly father and mortal woman. A being who possesses the greatest power of all. Issue #1 unleashes HELLSHOCK into the IMAGE universe and marks the first creation by Jae Lee.



ISSUE #1

$1.95
Color.

Script: Beau Smith
Art John Cleary
Letters:Tim Harkins

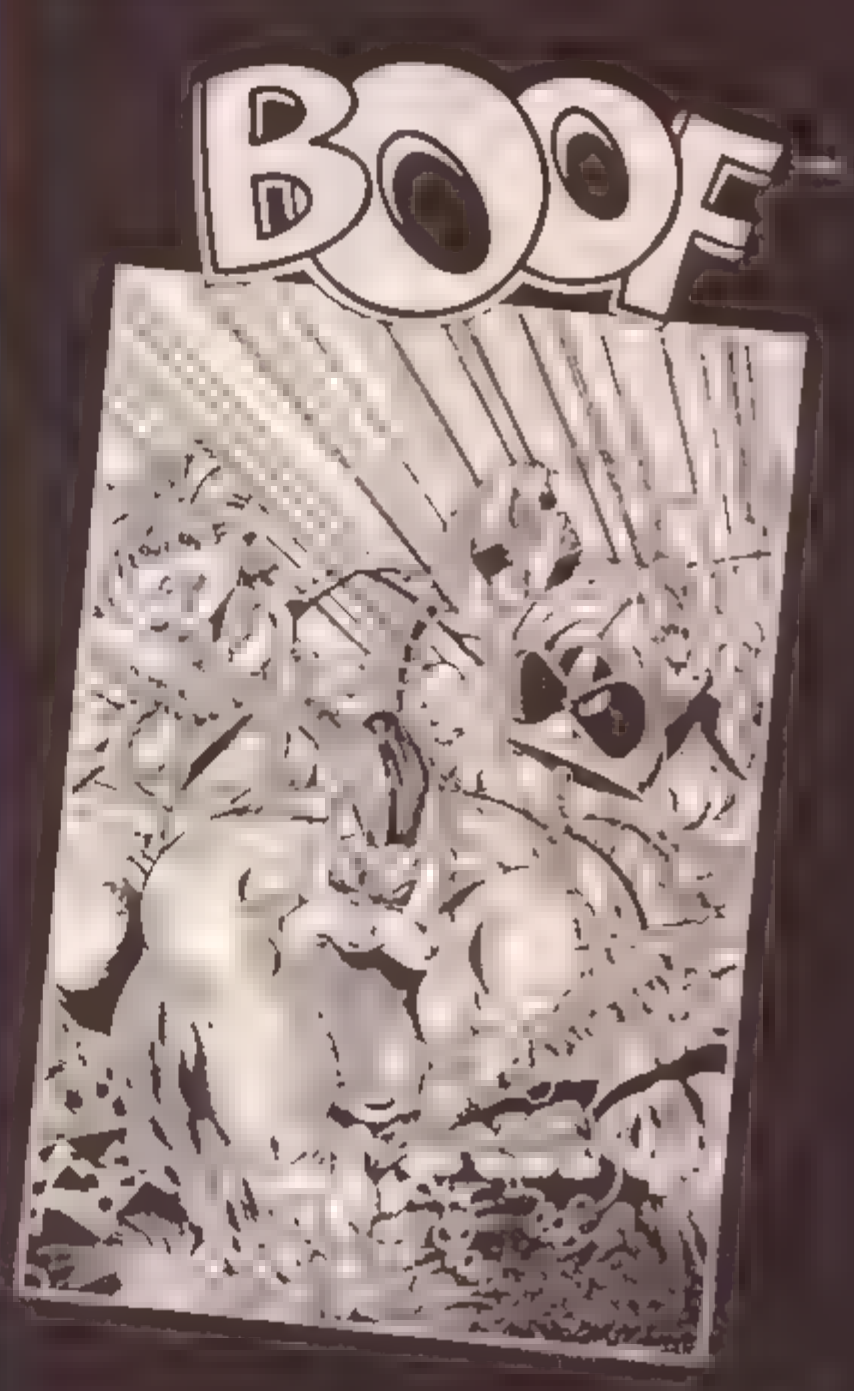
food chain to come up with the sickest creative team that comics has ever been infected with. "Bile-Breath" Beau Smith writes a script so politically incorrect that you will think MAD magazine is for High-brows. "Jungle Rot" John Cleary's artwork pulls you into a world that oozes with mucus-laiden humor and ill-feelings. Boof #1 unites Boof with his new Earth partners in crime Ten year old Nick Smith and his dog, buddy Together the three of them make *Home Alone*, *The Bad Seed*, and *The Good Son* look like *The Smurfs*. The second story has Buddy introducing the ever-eating Boof to the ripe smelling world of "Yard Fuage." This story promises to peel the paint off of a Trailer Hitch

ISSUE #1

$1.95
Color.

Plot: Beau Smith & Tim Harkins
Script: Beau Smith
Art & Letters: Harkins

with the pain.



TROLL II

ONE -SHOT

$3.95
Color.
Karl Alstaetter
Bob Napton
48 pages
Prestige format

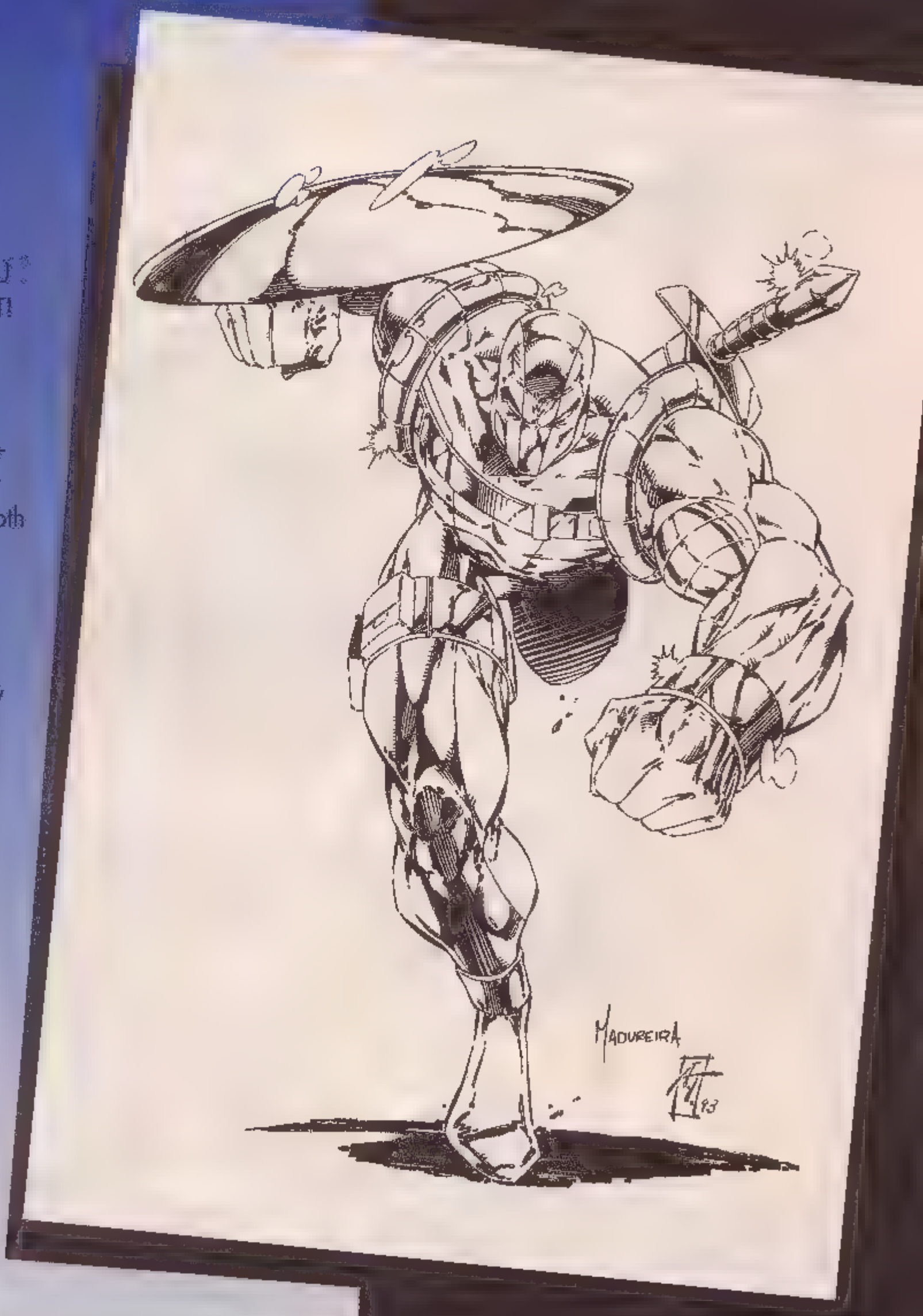
BACK BY POPULAR DEMAND! A tale of Troll's past and present as he combats the menace of Dr. Volger and his dreaded Ubernaught! This 48-page graphic novel guest stars Badrock and introduces Image's wildest new character, the Jack! This one will fly off the shelves, folks! The original Troll one-shot sold-through across the country and this character is an integral part of Image's flagship title, Youngblood!

YOUNGBLOOD BATTLEZONE

ISSUE #2

$2.95
Color.
Various

BECAUSE YOU DEMANDED IT! The second installment of Youngblood Battlezone contains character files and in-depth information on your favorite characters! Featuring outstanding art by Rob Liefeld, Stephen Platt, George Perez, Jae Lee, Chap Yaep, Jeff Matsuda, Chris Sprouse, Dan Fraga, Marat Mychaels and many more!

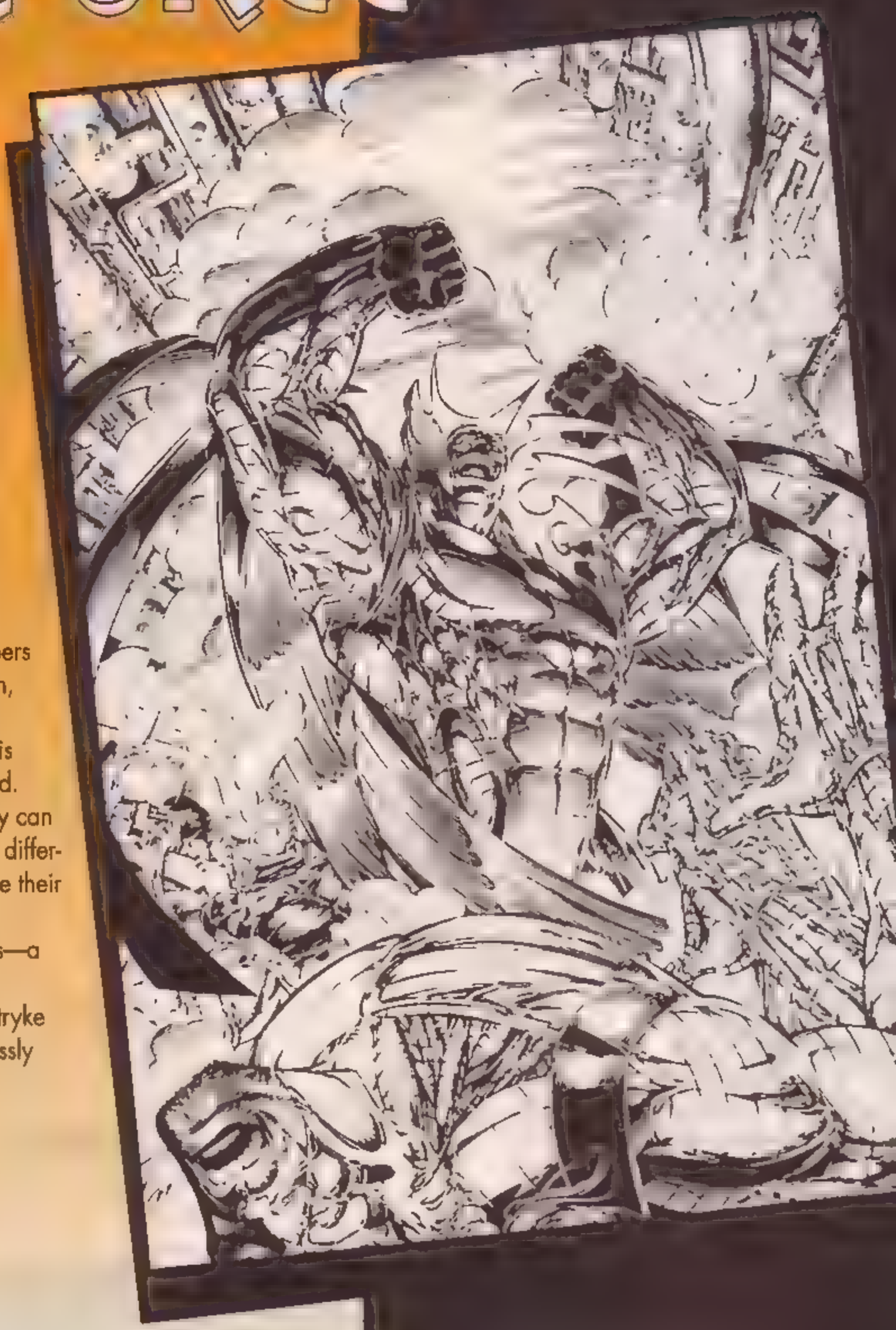


CODENAME: STRYKE FORCE

ISSUE #6

$1.95
Color.
(S) Silvestri
(A) Peterson

This is it!!! The climactic conclusion to the story arc featuring Jim Lee's StormWatch. As all hell breaks loose between Stryker's team and the members of StormWatch, the mysterious double agent is finally revealed. But before they can patch up their differences and face their powerful for, tragedy strikes—a member of Codename: Stryke Force is ruthlessly killed!

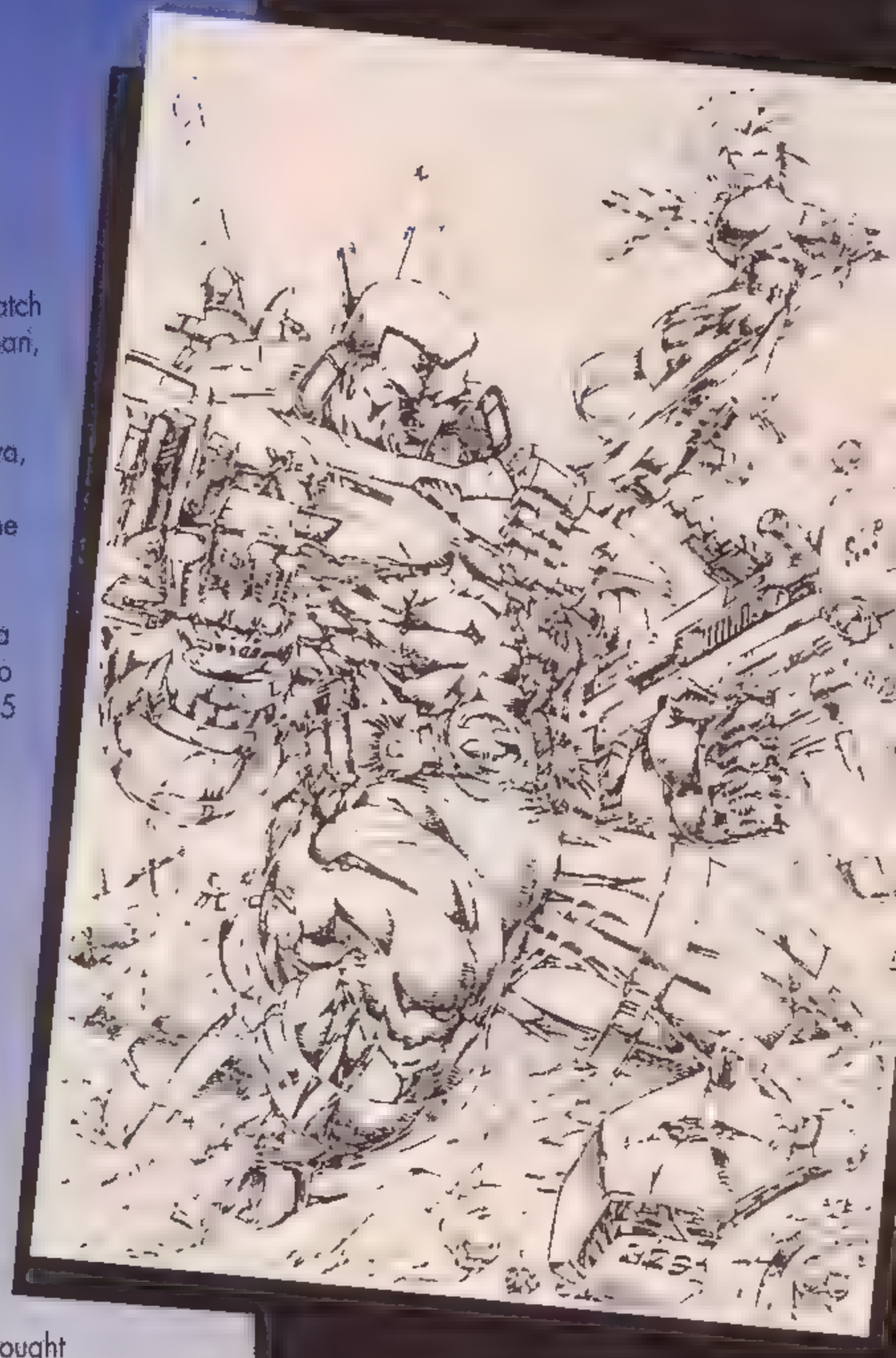


StormWatch

ISSUE #11

$1.95
Color.
Ron Marz (S)
Mat Broome (A)

Angered by recent StormWatch actions in Gamorra and Japan, the Executive Council shuts the team down until further notice. While Battalion, Diva, and Weatherman fight the bureaucracy for the life of the StormWatch program, Flashpoint and Cannon take new member Strafe to a bar. The startling changes to the team revealed in issue 25 begin to take effect in this issue, chilling Battalion with premonitions of things to come.



ISSUE #12

$1.95
Color.
Ron Marz (S)
Mat Broome (A)

StormWatch is back in action and faces its first mission after the changes wrought in issue 11. That mission bring in an out-of control Hellstrike, dead or alive

TEAM YOUNGBLOOD™

ISSUE #11

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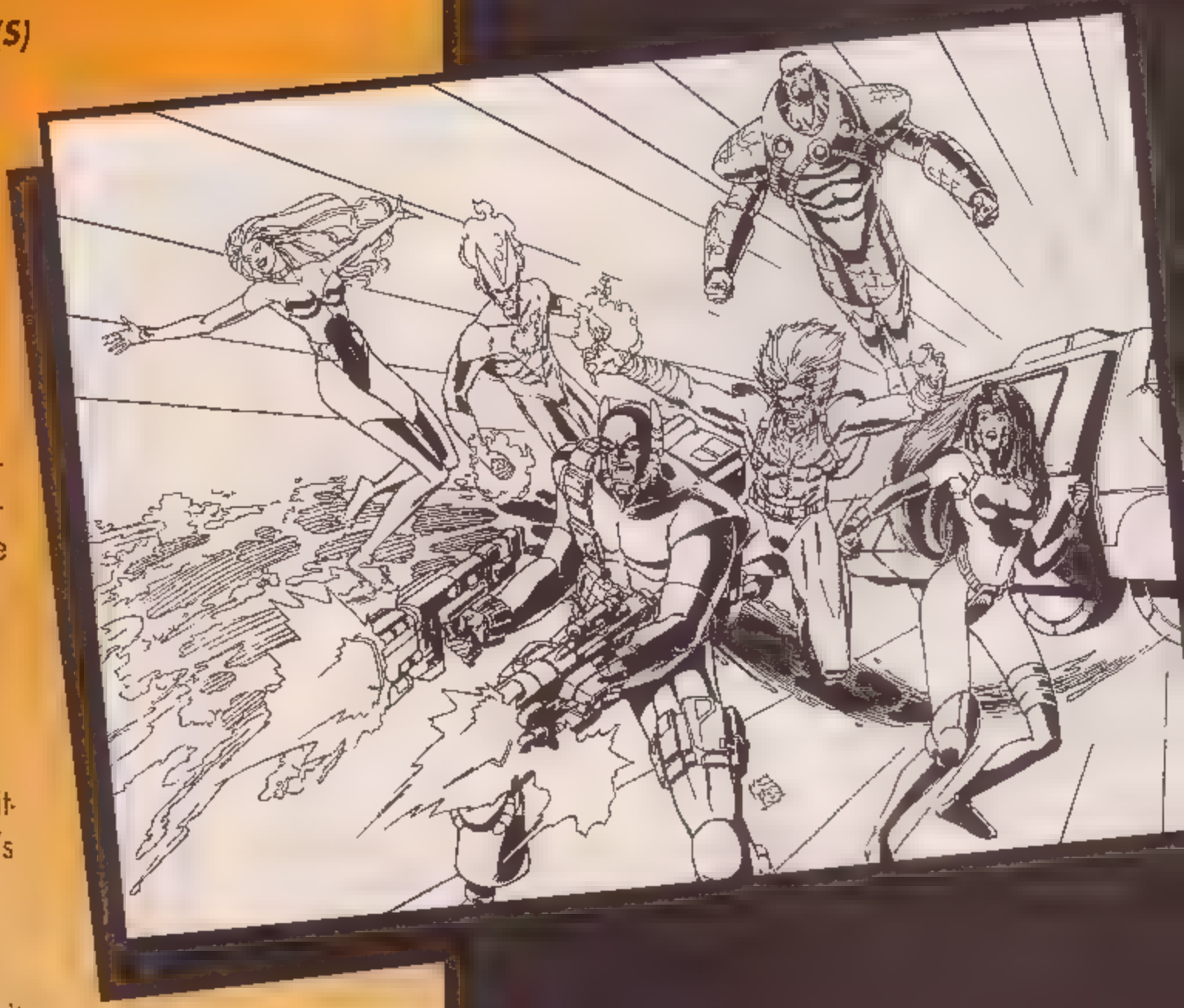
Color.
Rob Liefeld (S)
Chap Yaep (P)
Eric Stephenson (S)



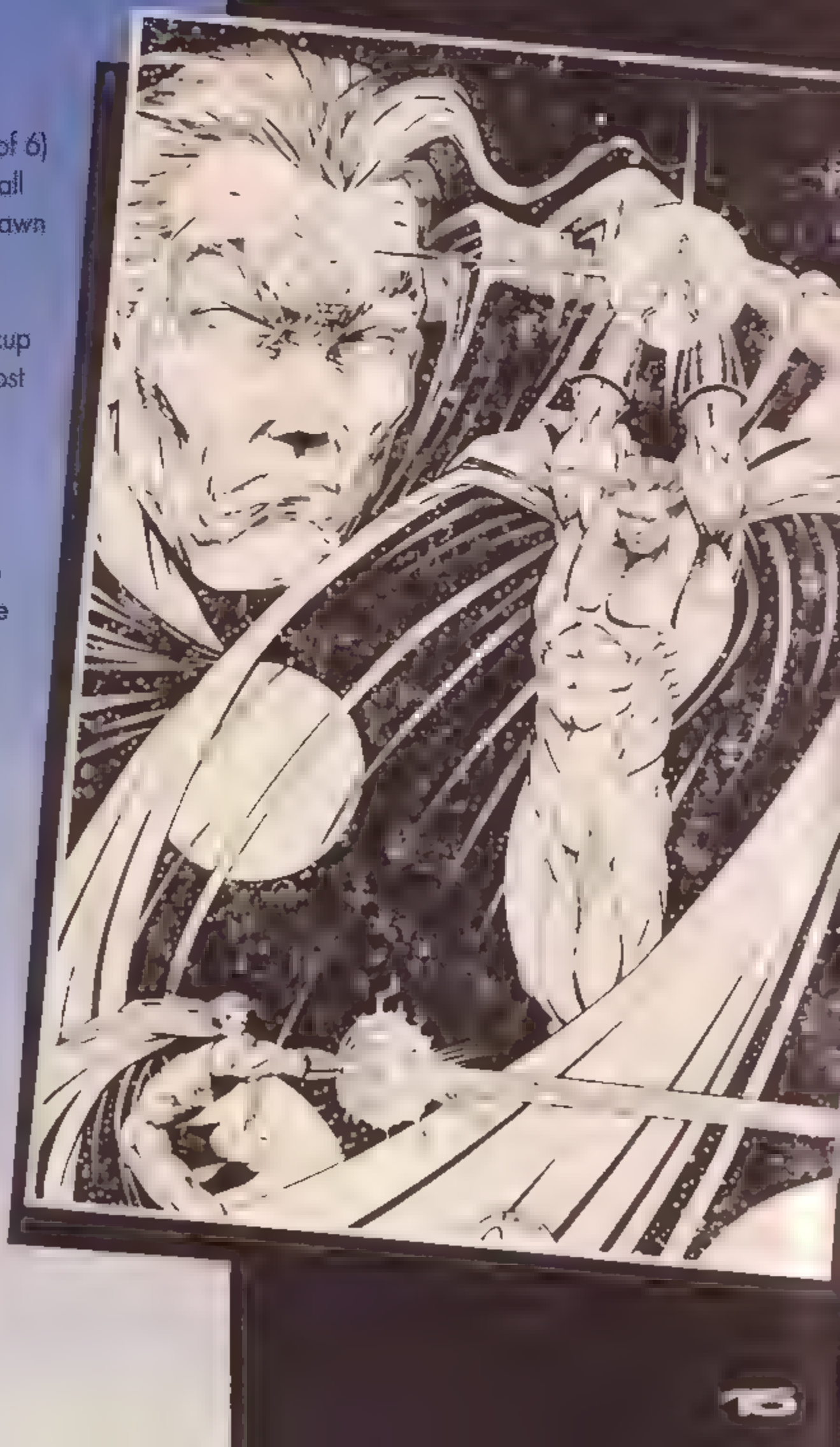
Cont nued from Team Youngblood #10 ana Youngblood #7, Sent'nel, Riptide, Cougar, Dutch, Masada and Photon come face-to-face w'th the re-united might of the Four! Conflicting oyalties lead to a surprising twist as Brahma's story comes to a head! Don't miss an excit-ing look at Image's first super-team as they clash with its first villains! Note. The continuity between Youngb ood and Team Youngblood will continue to tighten as the ongo'ng stories 'nvolve both Youngblood teams!

SUPREME

ISSUE #15

$2.50
Color.
Extreme Studios

SUPREME MADNESS (Part 3 of 6)
This it it! The team-up you've all been waiting for...or is it? Spawn and Supreme finally meet! Supreme shares his burden of woes with the Spawn over a cup of java in one of the year's most offbeat tales. Critically acclaimed for its solid writing and earning the "Best Overlooked Book" award by Moondog's Pop Culture Radio Hour, Supreme continues to be one of Image's most recognizable characters!



ISSUE #16

$2.50
Color.
Extreme Studios

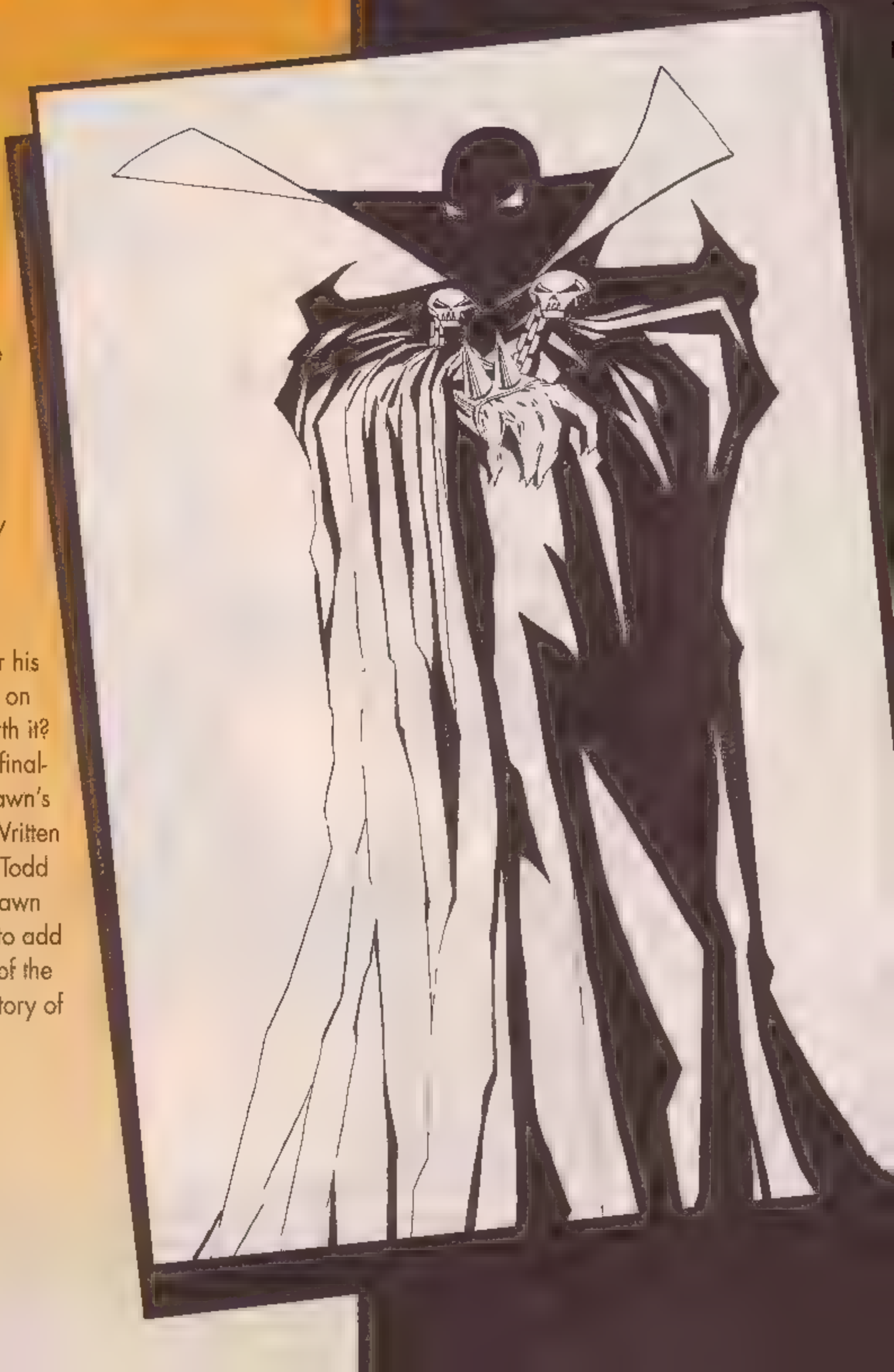
SUPREME MADNESS (Part 4 of 6)
Consumed by a maddening rage, Supreme's destructive onslaught takes him over international air space and Stormwatch is ordered to put an end to Supreme's rampage—once and for all!

SPAWN

ISSUE #23

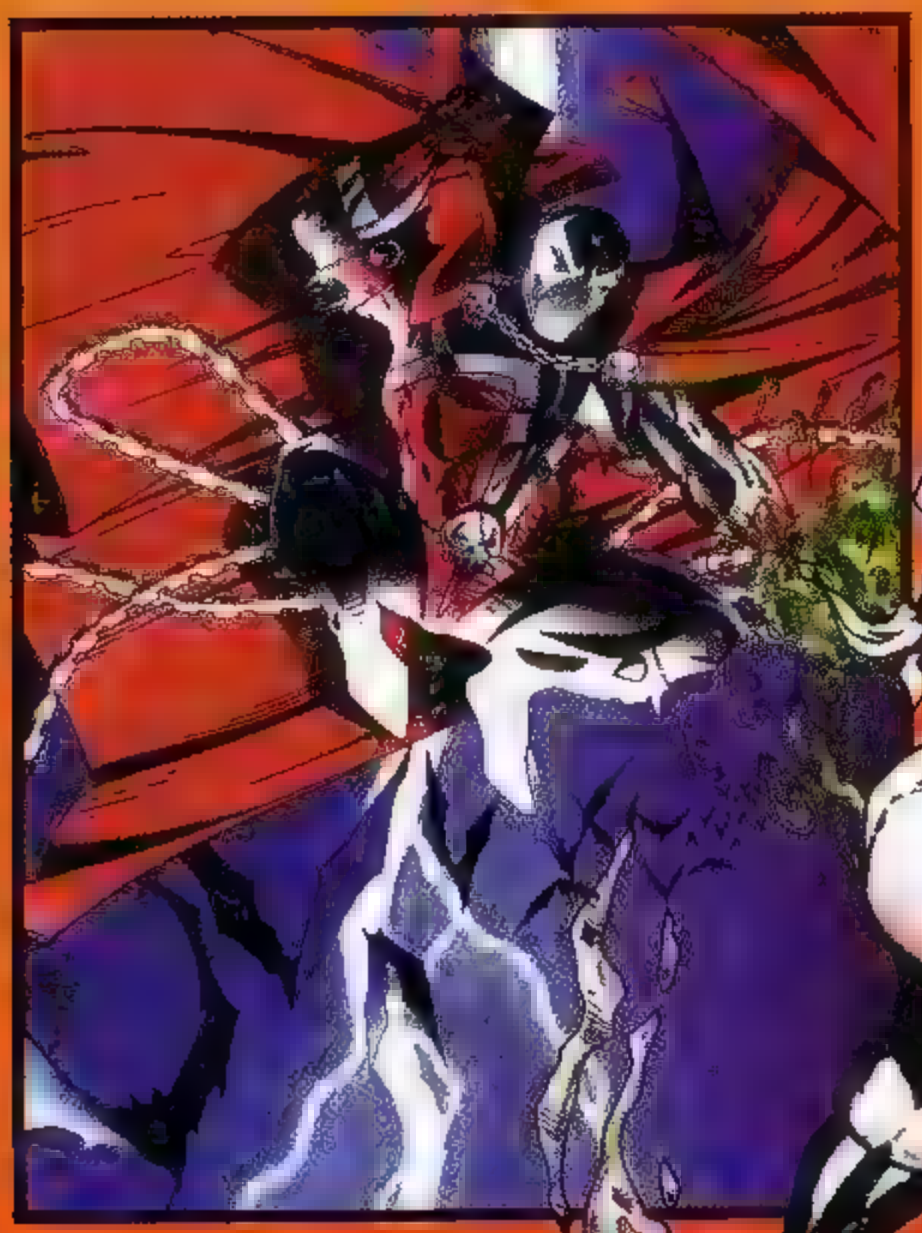
$1.95
Color.
McFarlane

The conclusion of the hunt for Spawn with the FBI, Police and CIA hot on his tails. Who will reach Spawn first, if anybody can? Spawn finally realizes that there is a price to pay for his existance back on earth. Is it worth it? Plus, someone finally finds out Spawn's true identity. Written and drawn by Todd McFarlane, Spawn #23 promises to add another piece of the puzzle of the story of Spawn.



BRAD GARNEAU
YOKOHAMA CITY, JAPAN

ELF
CHARLOTTE NC



JASON CONLEY
HIXSON TN

MATTHEW MARSILIA
MARBLEHEAD MA

FAN ART

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INSIDE IMAGE

JULY 1994
ISSUE #17

DOOM'S IV HAS LANDED!!!

FIFTH

Coming at you
from Imago Comics

Image

INSIDE IMAGE

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AN INTERVIEW
Mark Pacella

by Kelly Lamb

Mark Pacella is the artist on Doom's IV—an amazing new title which debuts in July '94. Most Image fans have already heard that the Doom's IV story has been opted by Amblin Entertainment (Steven Spielberg's production company) for a movie deal. We're all looking forward to this happening.. but the fact is, with or without a movie, this book is HOT! I sat down with Mark to discuss where he's come from and where he's headed and discovered a razor sharp mind. Mark's rapid New Jersey accent will throw you a little ..but he's a beach bum at heart with a brilliant imagination!

You're a city boy, right Mark? What are you doing out here in La-La land?
Just been kicken back doin' the California thing I've been doing a few back-up stories and layin' out some covers. little odd bits for Rob [Liefeld] and Extreme Studios here and there. But, I've been basically taking some time to get much better at my career. Rob's been very supportive of my work and he's given me the space I need to improve.

I understand you and Rob used to work together at Marvel.
On the tail end of X-Force, as he was moving on to bigger and better things I was the lucky guy to fill the vacuum. I was drawing in a similar style as Rob's (being a big admirer of his work) and you know the rest.

From Marvel to Image...how did you make the transition?
Three or four times I was able to get Rob on the phone and eventually come out and visit. After pleading, threatening, begging and cajoling him to find me a spot on one of his titles he finally said OK. That was it. I said "I'm outta here!" That was exactly one year ago.

Have you been working on anything that Extreme is currently putting out?
I did the two part Cougar backup series the two part backup Sentinel story and we did out three out four covers

And now ..DOOM S IV! You're facing a major amount of work on this one. Are you excited, Mark?
I m very happy very surprised and very honored that Rob thinks so much of my work I really want to work harder because this is such an important ct! You know behind the scenes with Amalgam Entertainment It s been spread out a possible movie and I m sure they re waiting for it to come out to see how it does

How do you like working at Extreme? Is it what you expected?
It s just a bit like the Boy Scouts for grown ups! There s a lot of crazy personality problems and a lot of energy in the beginning I worked out of my home a lot of the issue I was initially hired by all the top talent at Extreme (and by Rob H in particular) and I m kind of a shy guy but in the last few months we ve been spending more time at the studio it s really a great situation!

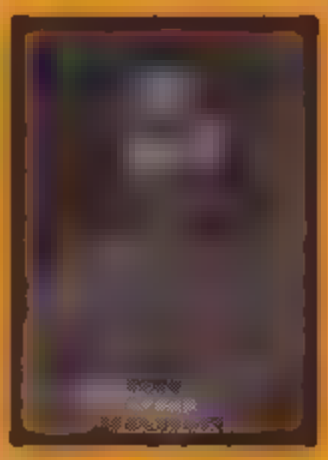
What were some of your credits at Marvel?
I did X Force # 0 13 X Factor #83 Wolverine #64 14 of the X Men trading cards & various other projects

Okay, Mark—what is Doom's IV? Tell us about the book.
Hmmm I really don t want to give too much away But I ll tell you the basis of the storyline There s a lot of new science science fiction But not the kind of goofy science fiction where it looks real but not really you know? The story starts out in space but it s set on earth We ve got these characters who are mining asteroids for minerals And like anything new there are risks— like diseases strange viruses etc The miners contract a virus and everything changes for them These are normal people normal scientists normal engineers

Not superheroes?
No And these characters haven t wanted to be superheroes Each of the four characters are a lot like the people you and I already know One character is a regular family man He s just doing his job like the others, and all of a sudden he s faced with survival never having wanted to be any great hero to the world But then that s kind of how it works isn t it? Things happen and we just get to jump in and save the day

One last thing. Who is the creative team?
Rob Liefeld and Eric Stephenson are the co/plotters co plotted issue #2 and I m writing the scripts and the pencils of course Mario Alberti is inking and Kurt Hathaway is the editor We re all having a great time on this Check it out!

We will, Mark! Thanks.



VORTEX

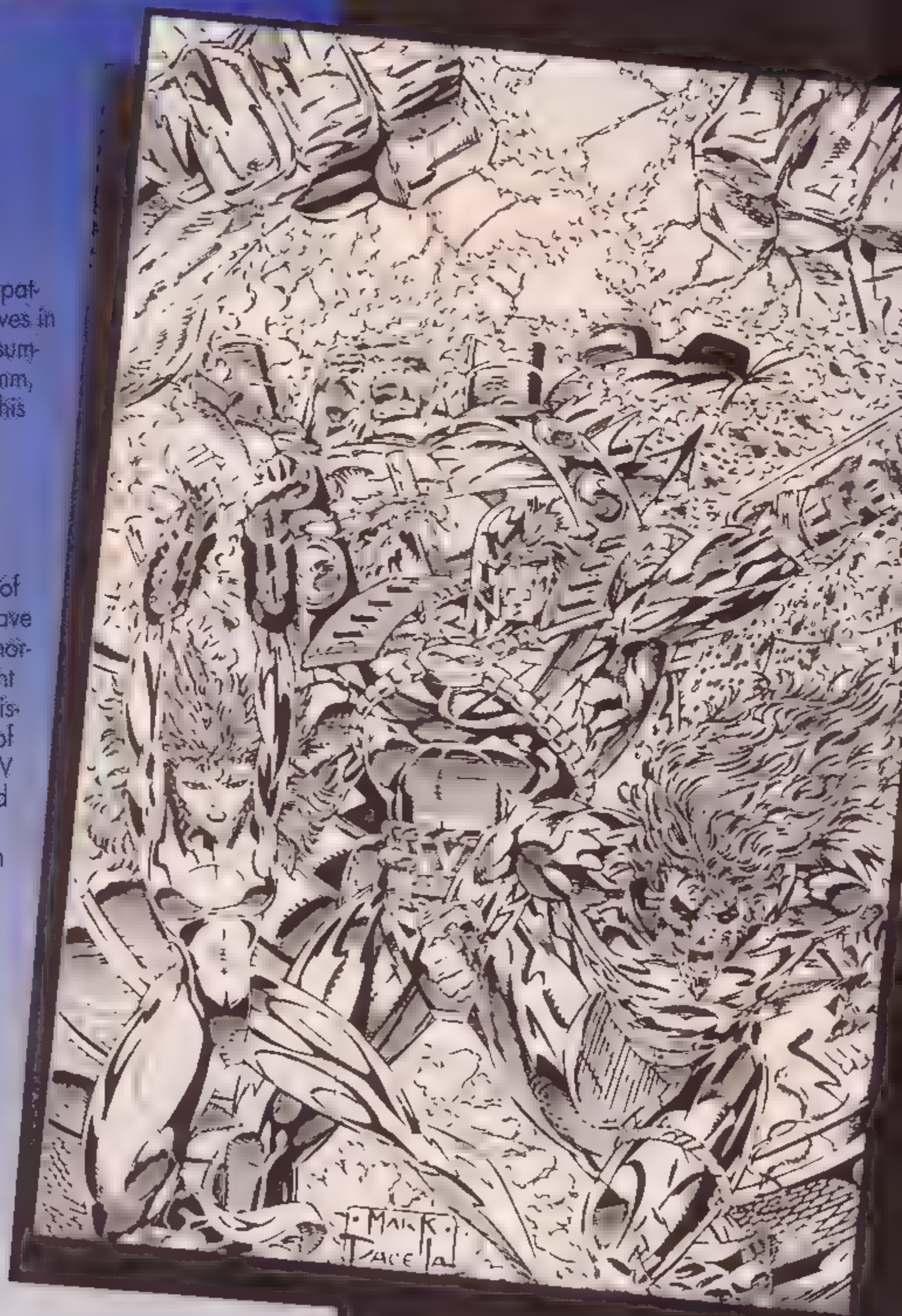
Wnlce Portacio

Doom's IV

ISSUE #1

$2.50
Color.
Liefeld (S)
Pacella (A)

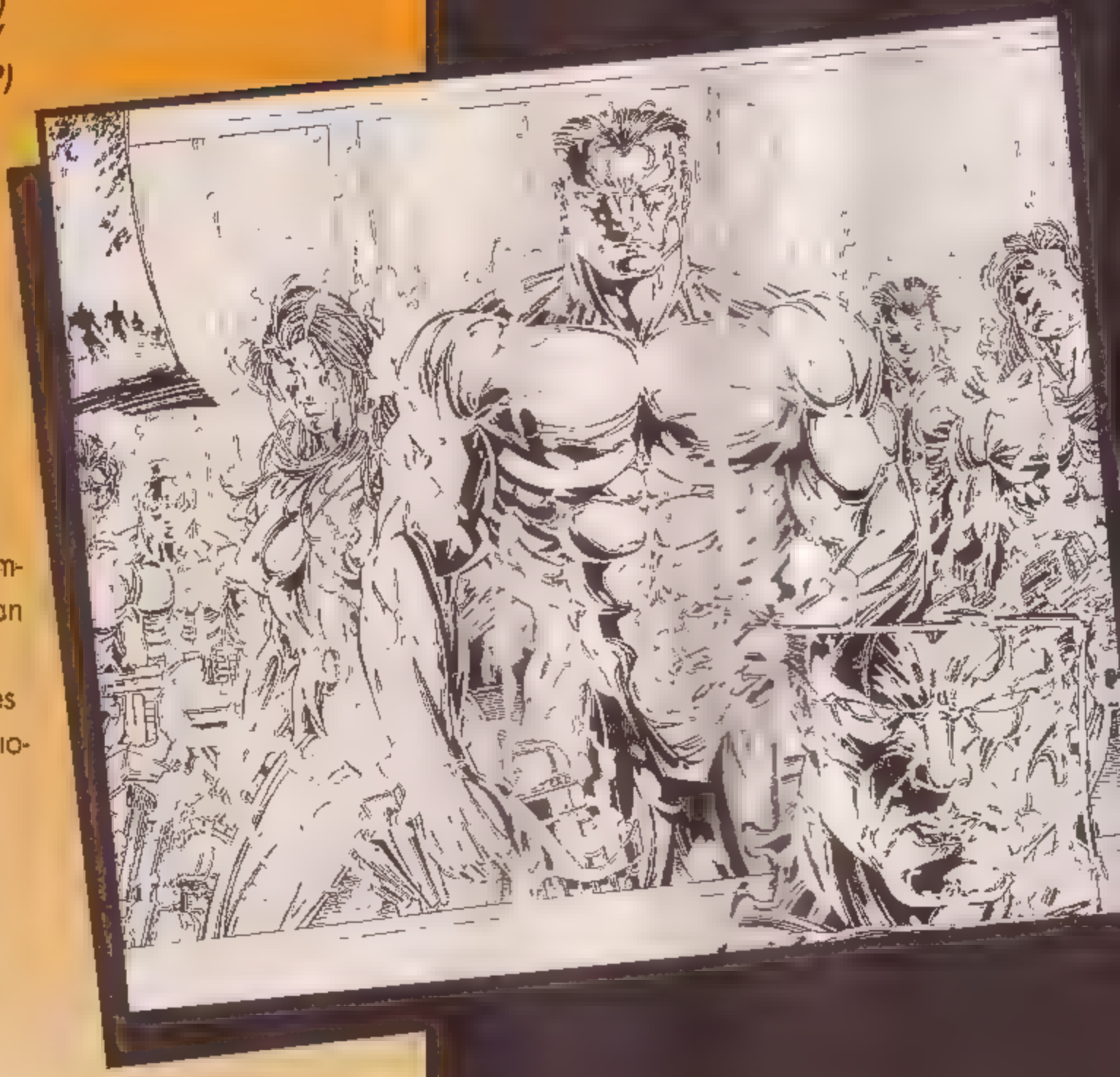
The eagerly anticipated Doom's IV arrives in time to ignite the summer months! Grimm, accompanied by his personal armory, leads the team of Burn, Slyder and Brick against the maniacal Doom Corp.! The team of unlikely heroes crave a return to their "normal" lives, but fight on under the charismatic leadership of Grimm! Doom's IV has been optioned by Steven Spieberg's Amblin Entertainment for production into a major motion picture—so don't miss the "first look" at this blockbuster storyline!



WETWORKS™

ISSUE #1

$1.95
Color.
Whilce Portacio &
Brandon Choi (S)
Whilce Portacio/
Scott Williams (P)



The long-awaited miniseries from Whilce Portacio! When an International Operations covert team is sent to quell an Eastern European civil war, they stumble upon more than they expected—supernatural forces and a high-tech bio-metallic weapon.

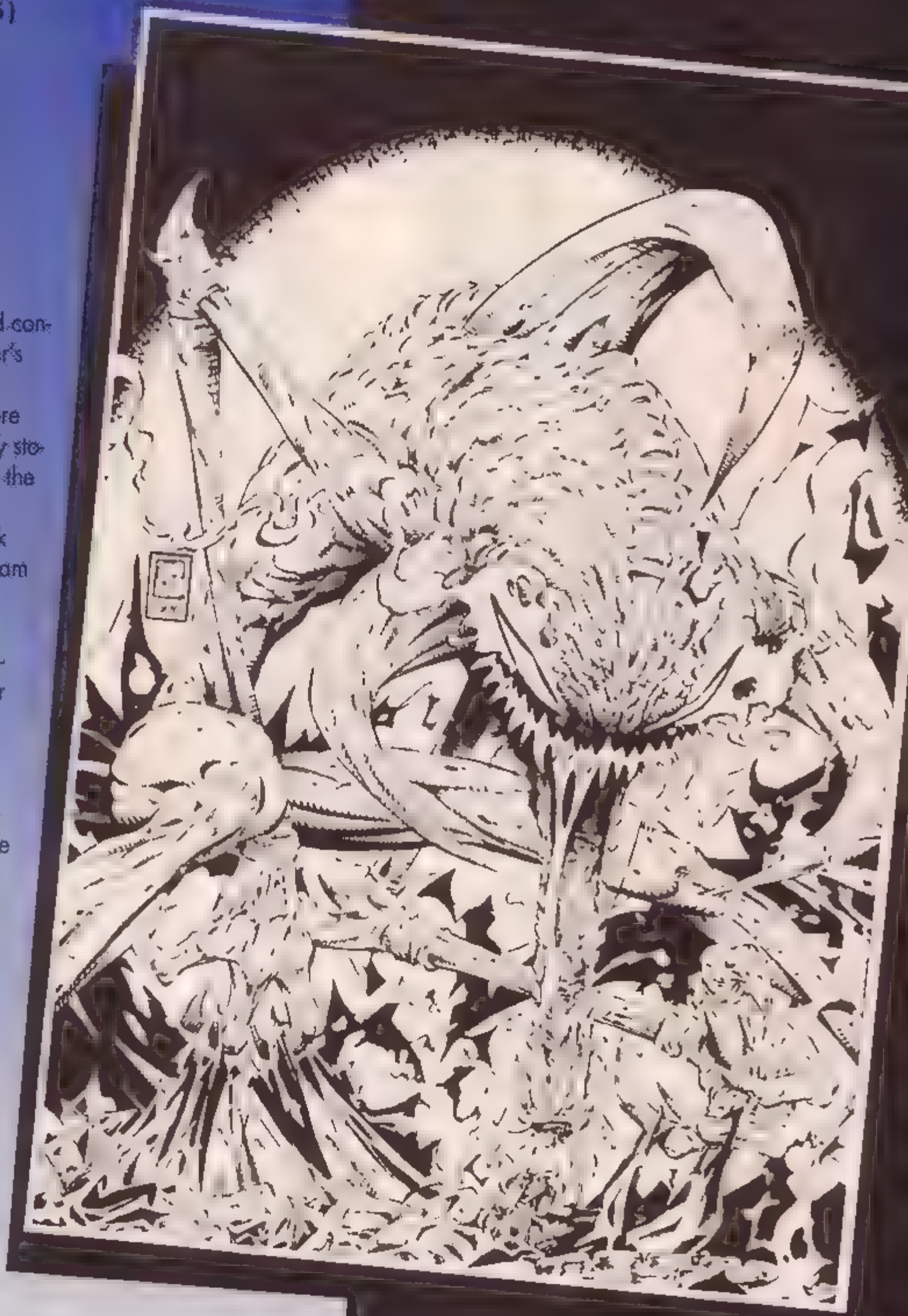
VIOLATOR

(MINI-SERIES)

ISSUE #3

$1.95
Color.
Moore (S)
Capullo &
Pennington (A)

The action-packed conclusion of this year's most twisted mini-series. Alan Moore continues his zany storytelling aided by the art team of Greg Capullo and Mark Pennington (art team for Spawn #17.) This issue reveals that all good monsters must get their due. A guest appearance of Spawn adds an interesting twist to an already bizarre story. The book contains fight scene after fight scene as the Violator takes on Spawn, the Vandalizer takes on the Violator. But who will stand triumphant in the end?



NEWMEN

ISSUE #4

$1.95
Color.
Eric Stephenson (W)
Jeff Matsuda (P)
Jonathan Sibal (I)

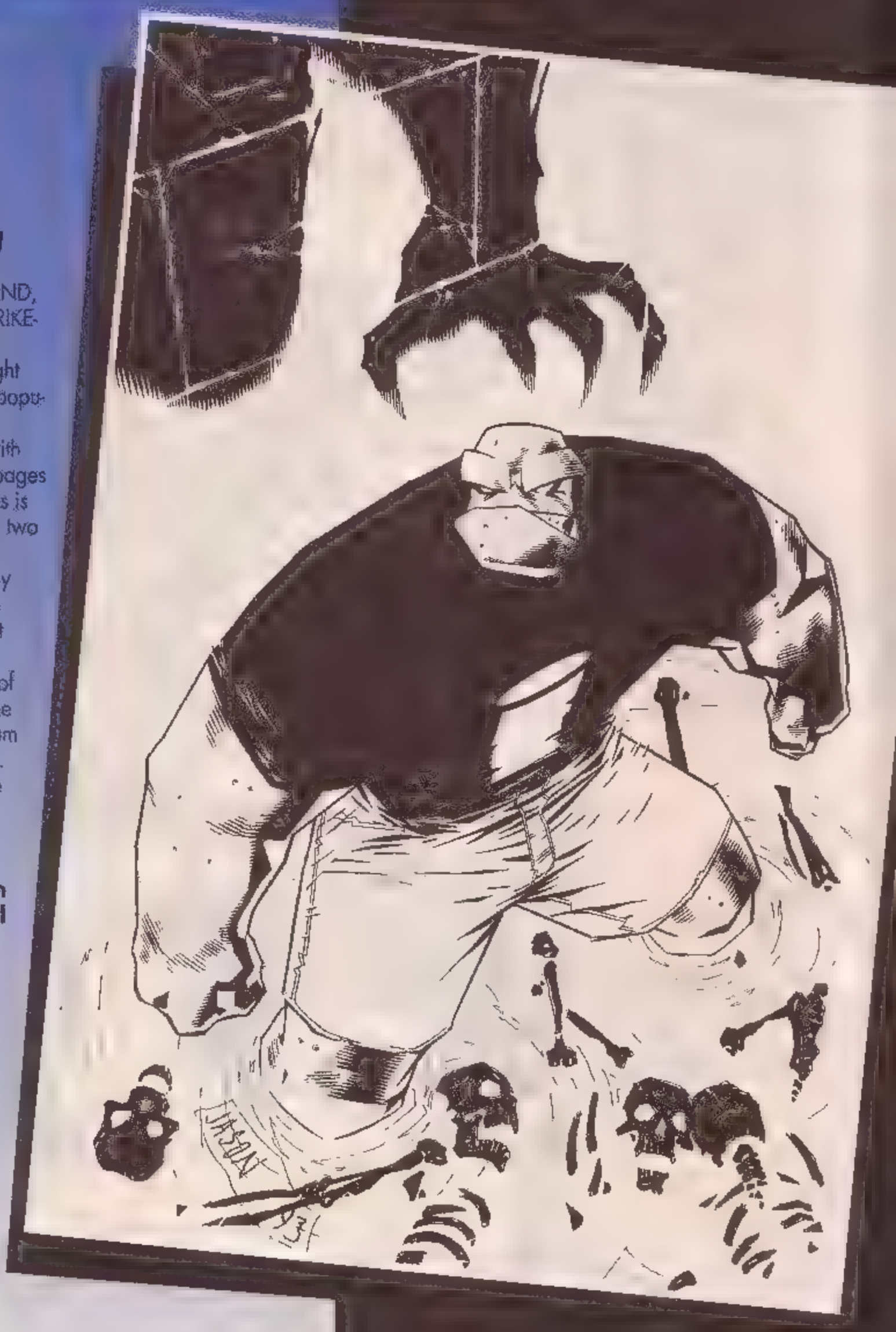
Marc Silvestri's Ripclaw guest stars in another explosive chapter of the Newmen! The youthful Byrd, Dash, Exit, Kodiak and Reign face the consequences of their own inexperience as they battle the mysterious Ikonn—altering the team forever! One member is grievously injured and, in the aftermath, another eaves the team! The lighter side just got a ittle darker as Eric Stephenson and Jeff Matsuda bring you the latest adventures of this exciting, innovative team!

YOUNGBLOOD STRIKEFILE

ISSUE #4

$2.95
Color.
Various
Cover by Liefeld

BY POPULAR DEMAND, YOUNGBLOOD STRIKEFILE RETURNS! Continuing to spotlight Youngblood's most popular characters, the "Strikefile" returns with 30 pulse-pounding pages of story and art! This is a flip book featuring two stories:
1 - Badrock "The Day After" turns back the clock to look at what happened to everybody's favorite boy of stone the day after he drank the secret serum that changed his life. Also, introducing the macabre menace of Husk! **Written by Eric Stephenson with art by Jason Pearson and Karl Story.** (Part one of two.)
2 - In a tale of his past, Combat finds himself on a desolate planetoid in a race against time to locate a mysterious gem before the Acurans can get their hands on it **Written by Rob Liefeld and Eric Stephenson with art by Richard Horie and Chris Ivy.**



DEATHBLOW

ISSUE #7

$1.95
Color.
Lee/Choi (S)
Tim Sale (A)

Deathblow learns more about the ancient struggle between good and evil in which he's caught, and he's forced to choose sides when the Black Angel's demons launch an assault on the Miracle Child.

YOUNGBLOOD

ISSUE #7

$2.50
Color
Rob Liefeld (W,P), Danny Miki (I) and Kiko Taganashi (C)

From the pages of Spawn and Youngblood: Strikefile, Overtkill ambushes Badrock while he's on vacation! Back at Headquarters, tension grows between Trall and Graves, more is revealed on the mysterious Knight Sabre and Gage (of the Four) breaks out of jail! All of this and Shaft's secret trauma revealed! Also, Colonel Bravo's mission to reach Youngblood continues!

FREAK FORCE

ISSUE #8

$2.50

Color.
Larsen &
Giffen/Bridges

Army ants from outer space invade earth...and they're hungry. Freak Force faces their most serious challenge to date and the fate of the Image Universe hangs in the balance. Vanguard guest stars in this spectacular issue. Savage Dragon writer/artist Erik Larsen demonstrates why he's fast becoming a fan favorite writer as well as fan favorite artist. Keith Giffen dishes out the kinds of plots that made Justice League and Lobo such tremendous hits and Victor Bridges is sure to impress with his burning hot pencils. See what all the critics are raving about!

BLOODSTRIKE™

ISSUE #1 (Re-offered)

$2.95
Color.
Liefeld (Layouts)
Fraga (P)
Miki (I)

"Rub the Blood" again! Blood Brothers prelude featuring a special spot embossed cover! Introducing Cabbot, Deadlock, Fourplay, Shogun and Tag - five unstoppable killing machines secretly bankrolled by the U.S. Government. The roller coaster ride begins as they infiltrate the GATE industries stronghold known as Jericho. Cabbot readies himself for his upcoming assignment to bring down Brigade and his brother Battlestone!

ISSUE #12

$1.95
Color.
Karl Alstaetter/Robert Napton

As witnessed in the 25th issue, Bloodstrike is no longer a team, but a one man arsenal! You've seen him in action—now see how it all began! Karl Alstaetter and Robert Napton, of Q-Unit fame, combine to take Bloodstrike in an explosive new direction! This issue marks a radical turning point in this title as the definitive run on Bloodstrike begins!

THE SAVAGE DRAGON™

ISSUE #12

$1.95
Color.
Erik Larsen

Voted the favorite comic book by Image comics creators! Fans and pros agree - the Savage Dragon is a must read! Erik Larsen continues to deliver solid stories and innovative art-work. A mysterious green-skinned woman from the Dragon's past appears...could she know something about his origin that he doesn't? Also, a new SuperPatriot is introduced. Who is he and where does he come from? The answers will astound you. All that and a stunning pull-out poster by Joe Quesada and Jimmy Palmiotti! Highly recommended!

WILDC.A.T.S
COVERT-ACTION-TEAMS

™

ISSUE #12

$2.50
Chris Claremont (S)
Jim Lee and Scott Williams (A)

Zealot and some old comrades—Soldier, Savant, and Mr. Majestic team with Chris Claremont's Huntsman to battle the villainy of Tapestry. At stake— the souls of the WildC.A.T.s.
Part 3 of the 4- part WildC.A.T.s

SHADOWHAWK™

ISSUE #12

$1.95
Color.
Valentino (S)
McDaniel (A)

Part one of "The Monster Within" storyline begins. This six-part, all guest-star storyline kicks off with a guest-appearance by Bloodstrike's own Chapel! Not only that, but Image's baddest black anti-heroes will battle the bigot-villain, Hawk's Shadow! But wait, there's more! This super-special issue will be drawn by Walter McDaniel hot off his stint on The Pact! It's action! It's mayhem! It's only $1.95! Highly recommended!